

# Lone Wolf Club Newsletters

## Newsletter #22

**Joe Dever** is the creator of the bestselling Lone Wolf adventure books and novels. He is the creator and editor of the original Lone Wolf Club Newsletters that were published between 1985–96.

**Gary Chalk** is the main illustrator of the early Lone Wolf Club Newsletters.

**Brian Williams** is the main illustrator of the later Lone Wolf Club Newsletters.

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**Contributors** for Project Aon Editions

This project would have been impossible without the helpful contributions of:

**David Davis** – allowing scanned copies to be made of his near-complete collection of Lone Wolf Club Newsletters.

**Fraser Hjorring** – for providing scans of the previously-missing pages 7 and 8.

**Simon Osborne** – creator and maintainer of this document.

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Scans of the original newsletters have been edited so that many faded illustrations have been coloured consistently black. In some instances, this has resulted in a higher quality output than found in the originals.

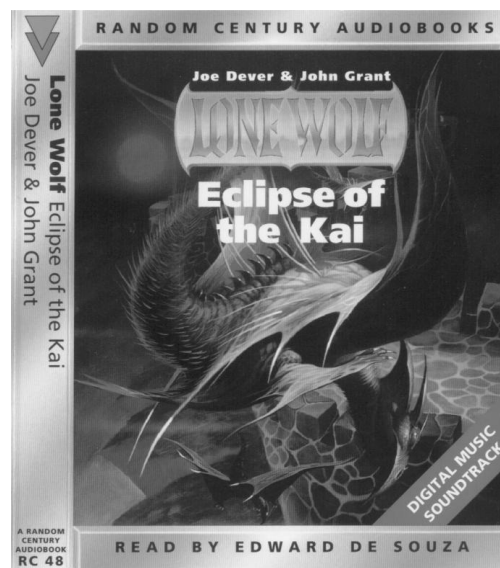
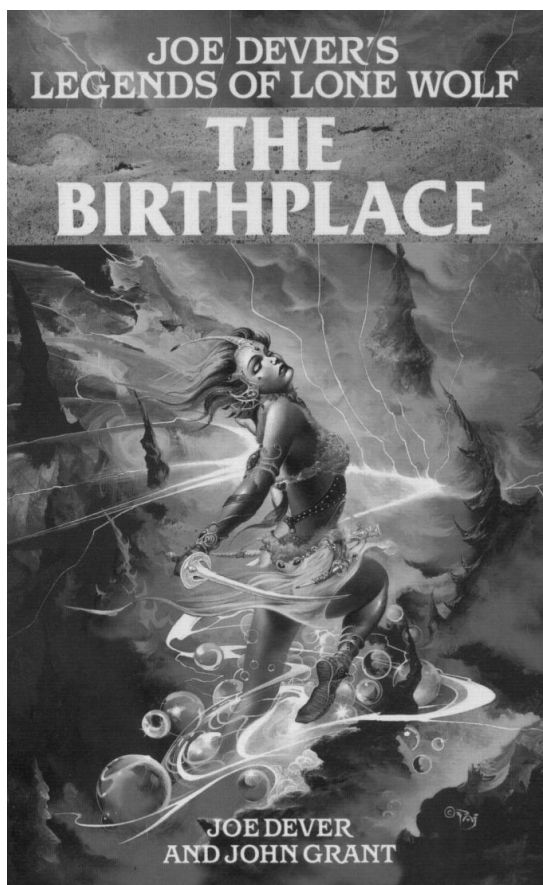


## Newsletter No. 22

### OUT NOW!!!

The seventh exciting novel in the Legends of Lone Wolf series—

#### THE BIRTHPLACE



And, the first release in the new Lone Wolf audiobook series—

#### ECLIPSE OF THE KAI

... are both available now! See page 7 for the special club order form which will enable you to get your copies, signed by author—Joe Dever.



# THE ADVENTURES OF SABRE FOX, FIREFLY, BLACK HAWK & WILD WEASEL

by Kai Grand Master Michael Hole

## PART SIX: The Village

The village was known to its inhabitants as Tryne, though you'd be hard pressed to find it on any map. Tryne consisted of twenty-two cottages, a mill, a blacksmithy, stables, and a well. The village leader was a sprightly 68-year-old called Hanish Lud who, for most of his colourful life, had been a perpetual traveller. He had lived, at one time or another, in over a dozen of Magnamund's realms, but now in his winter years he had settled down and chosen to call Tryne his home.

The young Kai Lords were given a warm welcome upon entering the tiny village. By stark contrast, their prisoners received hardly a second glance. The villagers were keen to show their hospitality and, before they knew it, the Kai's near-empty packs were stuffed with food and drink—gifts from the rosy-faced villagers. Yet, despite their show of generosity and their eagerly-smiling faces, the Kai could sense that something was wrong. Firefly was the first to notice it—the heavy, cloying, underlying atmosphere which reeked of suppressed fear and suspicion.

Hanish conducted an impromptu tour of his village which, given its size, lasted little more than a few minutes, then he invited the Kai to his cottage by the banks of the Dorn. As they approached, the sound of a woman wailing in sorrow could be heard. The moans and sobs came from the tiny hovel adjacent to Hanish's cottage. As they passed, Sabre Fox and Firefly sneaked a glance through an open window. In the gloomy interior they saw a tearful woman sitting on a stool in front of an empty fireplace, being comforted by a youth who looked no older than sixteen years. Unexpectedly, Hanish became agitated when he noticed the two Kai looking through the window.

"Get away from there!" he hissed. Then he blushed and immediately he began to apologize for his curtness. "I'm so sorry, please forgive me. I really didn't mean to be so rude. Here . . . come into my humble home—you're all most welcome."

Swiftly he ushered the Kai into his cottage which was lavishly decorated and illuminated by scores of gilt candelabra. At Hanish's insistence, the Kai sat themselves down upon a row of velvet-covered chairs and waited uncomfortably for their flustered host to say something. Hanish was staring out of a window, his brow furrowed, as if he were expecting someone who was very late. At last the uneasy silence was broken by Sabre Fox—"Hanish, please excuse my frankness, but what troubles you and your fellow villagers?"

For a moment, anger welled up in Hanish's face but he quickly controlled it. He forced himself to smile, but he could not keep up the charade for long. His face grew long and he stared at the floor as, with cracking voice, he told his sorry tale: "For two months our village has suffered raids from some sort of wild animal. We've tried everything to stop it but it keeps coming back. Over and over again. We've lost nearly all our cattle . . . and more besides. My neighbour . . . the woman you saw crying . . . she lost her son a few days ago. He went hunting with his horse and didn't come home. We fear the animal got them both." Tears began to well up in Hanish's eyes and this time he couldn't hold his emotions in check. Hurriedly he excused himself and entered an adjoining room. The Kai looked at each other with a mix of sadness and quizzicality etched into their young faces. They had all come to the conclusion that the remains of the horse and boy they'd found earlier were the victims of Hanish's "wild animal". The bitter irony of their situation made them all feel a little sick inside. This unease was picked up upon by Hanish when he re-entered the room.

“Do you know something I should know?” he said, looking Firefly and Sabre Fox in the eyes. The two Kai glanced at each other and winced. Neither wanted to be the one to break the news. “For pity’s sake,” said Hanish, his hands trembling, “if you know anything about my neighbour’s boy, please tell me.”

Wild Weasel coughed to clear his throat and then began slowly to recall what had happened earlier that morning. “When we were walking today we saw a dead horse in the river. It was badly injured . . . mutilated, in fact. There . . . there was also a boy. He was dead as well.”

For an uneasy minute, Hanish stared at Wild Weasel with the glint at madness shining dimly in his bloodshot eyes. Then his expression relaxed, as if at last he had made peace with his tortured soul, and he placed his hand gently on Wild Weasel’s shoulder. “Thank you,” he said, “You are the bearer of sad news, but it is news I’d rather hear than to be left in the unknowing limbo we’ve had to endure these past few days. Hanos . . . my neighbour’s son, is . . . was also my nephew. The beast has taken him from us.” Then tears began to roll freely down Hanish’s wrinkled cheeks as he released his pent-up emotions. “Please, Kai Lords, please help Tryne to rid itself of this terror which has descended upon us. We are helpless to defend ourselves against it.”

The Kai reacted as they had been taught—their instincts were to help those who were poorer and weaker than themselves. But their eagerness to help the villagers was tempered also by the memory of Lone Wolf’s words to them before he left Ragadorn: “Take no risks.” Then they remembered the expression of terror frozen on the face of the mutilated boy and they knew what they had to do. Risks or no, they were going to help Hanish and his kinfolk rid themselves of the creature that was destroying their community.

That night was calm and uneventful. The beast didn’t come. Perhaps it sensed strangers in the village; perhaps it was sleeping off the meal it had gorged itself on the previous day. Out in the wilderness the monster roamed freely. Were the moon not hidden by cloud, its great form could have been seen from the village, loping awkwardly towards the horizon. Occasionally its great red eyes glinted in the inky blackness—but nobody saw them. Perhaps this was just as well. The shadowy creature was a Xogoth—an Agarashi that had escaped the destruction of Naaros many thousands of years ago. It had travelled much of Northern Magnamund and had made its home in the Maakenmire swamps, where it resided until cast out by the Gourgaz who now ruled that noisome place. Since the year MS 5031, the Xogoth had eked out an existence in the Wildlands, living off men and wild dogs who were unlucky enough to stumble across its path. As yet it had never met its match; to its own rudimentary mind it was the perfect killing machine and it was supremely confident in its own strength and cunning. A Wildlands wolf became the Xogoth’s next victim. Its dying howl echoed across the barren plain to Tryne where it stirred Black Hawk from his restless slumber. Quickly he arose from his bed and rushed to the window. He strained his eyes and called upon his Kai senses to help him see something in the inky blackness. But it was no good, he could see nothing. He returned to his bed where he spent the remainder of the night staring at the ceiling, his face trickling with cold sweat.

The following day was gloomy and overcast, yet the mood in the village was buoyant and hopeful. Hanish had told them of the Kai’s offer of help and it was as if an emotional dam had finally burst. The days of the ‘nightstalker’, as the villagers called the creature, were numbered. They put their faith wholeheartedly in the Kai to rid them of it for good. Even Hanos’ mother managed to smile through her sadness—her son was no longer with her but at least his death would be avenged. The Kai learned



that the nightstalker made frequent attacks on the village. It was rare for it not to be sighted at least every other evening. Having not appeared the previous evening, the odds were such that it would likely attack Tryne this coming night. The news did little to comfort the young Kai who were beginning to ask themselves if their offer of help was the right course of action. Still, none of them were prepared to go back on their word and so, with cool professionalism, they set about preparing themselves to confront the beast.

As darkness drew its cloak around Tryne, the villagers set alight a ring of torches which encircled the perimeter of their little hamlet. The cottages remained dark, giving no indication to the nightstalker as to which ones were occupied or not. The villagers, and the prisoners, took shelter in the eaves and lofts of the larger cottages. The villagers armed themselves with scythes and pitchforks, and made ready several large fishing nets with which to ensnare, or perhaps even capture, the beast if it came near. Meanwhile, the Kai stayed together in a hovel at the edge of the village and kept a watchful eye on the surrounding wildlands.



Inside the cottage of Barlow Banau, the village Blacksmith, his son was looking out of an upstairs window at the area around a bridge across the River Dorn. Suddenly he hissed excitedly: "Pa! There it is!" Harlow rushed across to the window and stared into the darkness, a sword gripped in his sweaty palm. He was joined by Hanish and for a few moments the two of them saw nothing, then, with a suddenness that took their breath away, they spotted the bulky form of the nightstalker, on all fours, come loping across the bridge. It made no sound yet the mighty ancient stones of the bridge shuddered beneath the creature's unnatural weight. The creature stopped and slowly lifted its great head, its nostrils sniffing the night air. Then its glowing eyes fixed themselves on the two men and the boy at the window, and it emitted a terrifying shriek.

"It's here!" screamed Hanish, as the creature's din echoed through the village. "Ishir have mercy on us. The nightstalker is among us!"

Next episode: DEATH WALKS IN TRYNE

# The Kai Konnection



The Kai Konnection is a regular feature of the Lone Wolf Club Newsletter for those of you who would like to make new friends by post.

Name: RYAN HUMPHREYS  
Age: 15  
Address: England  
Hobbies: Fantasy books, Space Marine epic, REM, Nirvana, U2, basketball, writing fantasy stories.  
Would like a US pen-pal, male or female, preferably a 15-16 year-old with same interests. How about a joint fantasy novel?

Name: JEREMY J MYERS  
Age: 18  
Address: USA  
Hobbies: All Joe Dever's books, Piers Anthony, any medieval fantasy novels. Enjoys making wooden replicas of swords & other weapons, bike riding, swimming, archery.  
Would like a pen-pal with similar interests, aged 13-18, any nationality, male or female. Please send a photograph.

Name: ALAN HOGAN  
Age: 17  
Address: EIRE  
Hobbies: Videos, reading, Lone Wolf, soccer.  
Would like a pen-pal, aged 16+, preferably American. Similar interests not necessary.

Name: CHRIS JACOBSMEYER  
Age: 14  
Address: USA  
Hobbies: Lone Wolf, Dragonlance. Forgotten Realms, Freeway Warrior.  
Would like a pen-pal, preferably female, aged 13-14, USA or UK, with similar interests.

Name: SCOTT SMITH  
Age: 16  
Address: USA  
Hobbies: Lone Wolf, Freeway Warrior, sci-fi & fantasy.  
Would like a pen-pal, female, aged 15-17 with similar interests. Send photo.

Name: JOHN BULLEN  
Age: 10 ½  
Address: England  
Hobbies: Gamebooks, piano, swimming, computers, role-playing games.  
Would like a pen-pal, male, aged 9-13 with similar interests.



Gwynnion

## Kai Konnection Form:

NAME: .....

ADDRESS: .....

..... AGE: .....

YOUR HOBBIES / INTERESTS .....

.....

TYPE OF PEN-PAL YOU WOULD LIKE .....

.....

.....

**Fill in this form in BLOCK CAPITALS please, and send it to:**  
LONE WOLF CLUB (KK), 39 Corfe Way, Broadstone, Dorset, BH18 9ND

YES! I would like to become a LONE WOLF pen-pal. Please feature me in the next newsletter (space permitting).

# News from the Monastery

Alternative Armies have released the first figures in the Lone Wolf Grand Master miniatures series, some of which are shown opposite. The initial range consists of the following: LONE WOLF (Initiate); LONE WOLF (Kai Master Superior); LONE WOLF (Kai Grand Defender); GUILDMASTER BANEDON; LORD RIMOAH; ARCH-DRUID CADAK; DEATH-LORD OF IXIA; WARLORD MAGNAARN; MOUNTAIN GIAK; DRAKKARIM DEATH KNIGHT; ACOLYTE OF VASHNA; ALYSS.

Coming soon will be: VONOTAR the TRAITOR; HELGHAST; VORDAK; DOOMWOLF; DOOM-WOLF & GIAK RIDER; CRYPT SPAWN; IXIAN UNDEAD; DRAKKARIM MARINE; KRAAN.

Also, a Darklords of Helgedad set and an Agarashi set are planned for the end of the year. They will comprise the following figures: VASHNA; ZAGARNA; HAAKON; GNAAG; & KRAAGENSKÜL / BURROWCRAWLER; KALKOTH; BAKNAR; VAZHAG; & LAVAS.

For availability, release dates, and prices, send an SAE to: Alternative Armies (Lone Wolf), Unit 6 Parkway Court, Bilborough, Nottingham, NG8 4GN U.K. Overseas enquiries should enclose 2 IRCs.

Here is a preparatory rough of Grand Master Lone Wolf in his Grandmaster robes, drawn by Cyril Julien. This is how the Kai Grand Master will appear in the forthcoming graphic novel 'The Skull of Agarash'. It is also the drawing upon which the Alternative Armies metal miniature of Lone Wolf (Grand Master) has been based.

**SUBSCRIPTION RENEWALS**—If your Lone Wolf Club subscription is due for renewal, be sure to renew it as soon as possible. That way you'll be sure to continue receiving your Lone Wolf Club Newsletters without interruption. The Lone Wolf Club has been operating now since 1985, during which time we have been able to keep subscription cost increases to an absolute minimum due to your loyal and highly valued support. So remember, make sure your ENDURANCE and your Lone Wolf Club Membership never run out!



CYRIL JULIEN-92-

BOOK TITLE	LONE WOLF "THE SKULL OF AGARASH"
CHARACTER	LONE WOLF
DESCRIPTION	L.W. IN ORNATE GRANDMASTER ROBES

Alternative Armies



LONE WOLF –  
Initiate

LONE WOLF –  
Kai Master



LORD RIMOAH

ALYSS



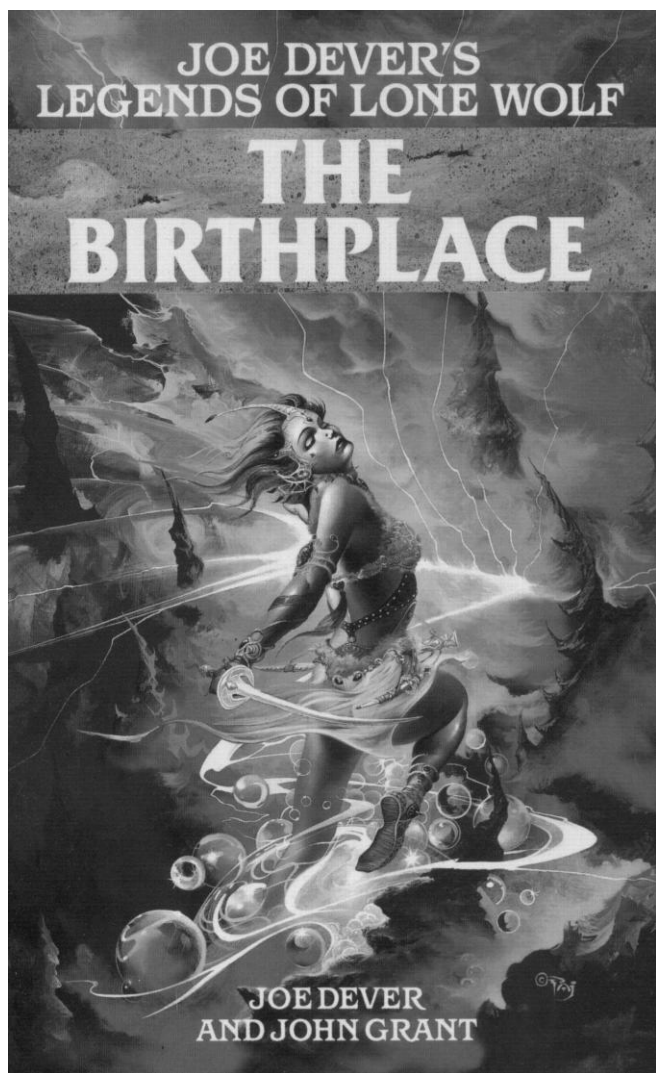
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BANEDON

WARLORD  
MAGNAARN



ARCH DRUID CADAK

DEATH KNIGHT



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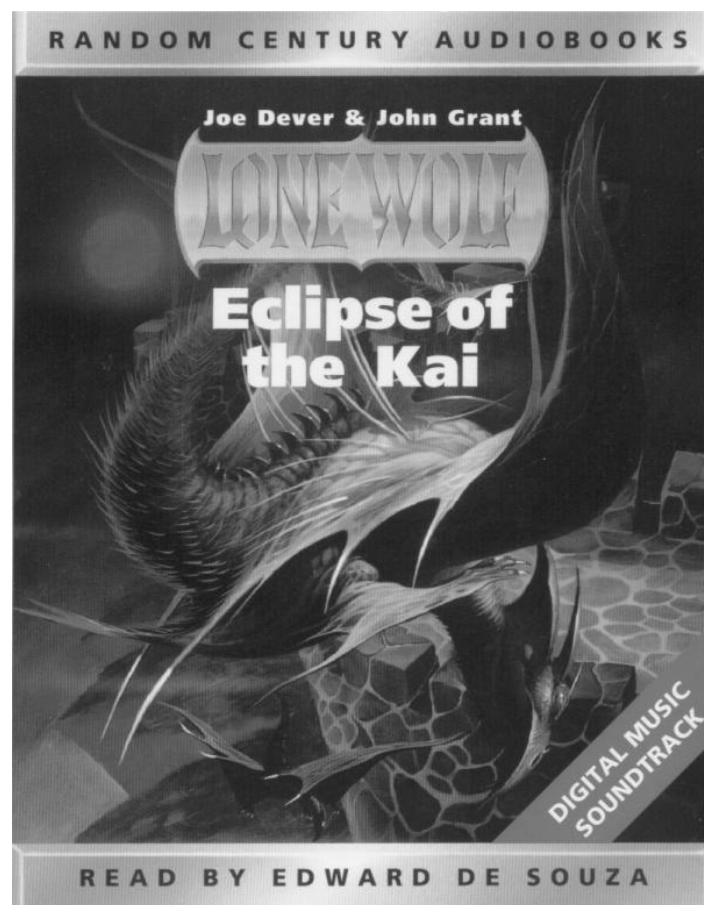
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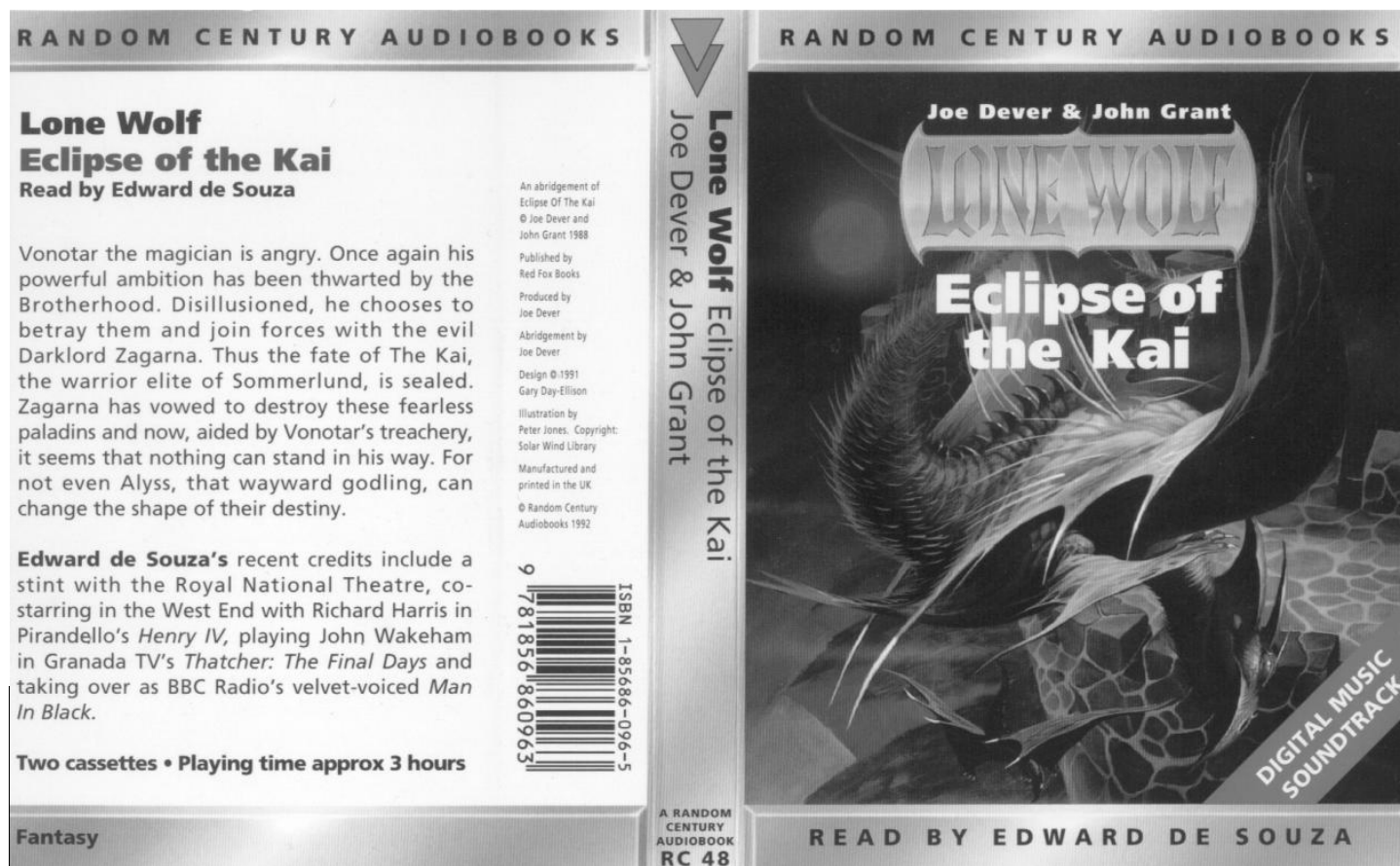


A WHOLE NEW  
WORLD OF ADVENTURE  
HAS JUST COME TO LIFE!



# ECLIPSE OF THE KAI

A superb audio production of the Lone Wolf novel, abridged  
composed, produced, and performed by author—JOE DEVER



LONE WOLF—ECLIPSE OF THE KAI, a Random Century Audiobook based on the novel 'Eclipse of the Kai' by Joe Dever & John Grant.

Narrator:	Edward de Souza
Engineer (Narration):	Nigel Squires
Tape & F-X Operator:	Alan Warner
Engineer (Music / F-X):	Jerry Chapman
Cover artist:	Peter Jones
Engineer (Master Mix):	Joe Dever
Abridgement:	Joe Dever
Produced & Directed:	Joe Dever

All original music composed & performed by Joe Dever & Jerry Chapman.  
Selected sound F-X and music sampling from Music House (MHA 12, MHA 13, Thriller Drama 2), Scream & scream again (DWCD 0027).  
Carlin (108), Shocking CD (Richard Hewson).

Recorded at Molinair Studios, London W1, and The Studio Complex, Romford. Essex. July 1991

## TECH SPEC

Digitally recorded on Akai MG14D 12-track

DAT masters recorded on Sony DTC-1000 ES

DAT editing on Akai DD-1000 Magneto Optical Disk Recorder

All original music performed on Korg T3, Akai MX76, and Akai AX73 polyphonic synthesisers.

Percussion sounds created using Akai MPC60 drum sampler

Digital sampling via Akai S700, S900, & S1000 Midi units

Master mixing via Allen & Heath 24-track Saber Dolby Stereo

## Joe Dever & John Grant

London-born Joe Dever worked as a professional musician in the recording industry in Europe and the United States before he began his successful writing career. His first book *Flight from the Dark* (Red Fox Books) was published in 1984 and immediately became an international bestseller. He is the author of more than thirty books which have sold over seven million copies around the world.

He first collaborated with writer and editor, John Grant, in 1988 with the publication of *Eclipse of the Kai*—the first of the *Legends of Lone Wolf* novels. Together they have written eight titles in this acclaimed series and have several more planned for the future.



Joe Dever & Edward de Souza discuss the script

## Lone Wolf Eclipse of the Kai

Read by Edward de Souza

Reviewed by CLAIRE BROTHERTON  
and ALAN GLOVER

The first Lone Wolf audiobook is an adaptation of 'Eclipse of the Kai' by Joe Dever & John Grant. We must admit to being fans of Joe Dever's work and we were looking forward to hearing this audio production of his Lone Wolf saga. Although some parts of the original novel have been omitted in the abridgement, we found this does not detract from the audiobook's quality or appeal. The story is as exciting as ever with a good balance between action and description.

The tale is told skilfully by Edward de Souza. He has a strong, masterful voice, which holds the listener's attention all throughout this 3-hour production. He is an accomplished actor of stage and screen and this shows, for during the reading he single-handedly portrays more than a dozen characters of differing ages, sexes, and even species.



The musical score, which was composed and performed by the multi-talented Mr Dever, greatly enhances the story. The pieces are varied, well-crafted and complementary to de Souza's voice throughout the production. I (Alan Glover) particularly enjoyed the menacing musical passage which accompanies the description of 'Kaag'—the titanic city-fortress controlled by Darklord Zagarna, the baddie in this story (boo, hiss!)

Also on the digital soundtrack there are sound effects which add to the sense of realism. Worthy of mention are the fire-bolts of the treacherous wizard, Vonotar; the screeching of the pterodactyl-like Kraan; and the chittering of the hideous Crypt Spawn (yuk!). The sounds of battle also stood out: arrows hissing, swords clanging, horses whinnying, and heads rolling! Overall, we both rate Joe Dever's latest Lone Wolf project as a sure-fire winner. Through his skilful use of music and effects he has brought this epic tale of high adventure to life in glorious digital stereo. We thoroughly enjoyed 'Eclipse of the Kai' and we can't wait to hear the follow-up—'The Dark Door Opens'—which is due for release in the UK early next year.



[Joe Dever at the mixing desk]

"Er . . . beam me up, Scottie!"

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By Joe Dever & John Grant

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# COMPETITION RESULTS

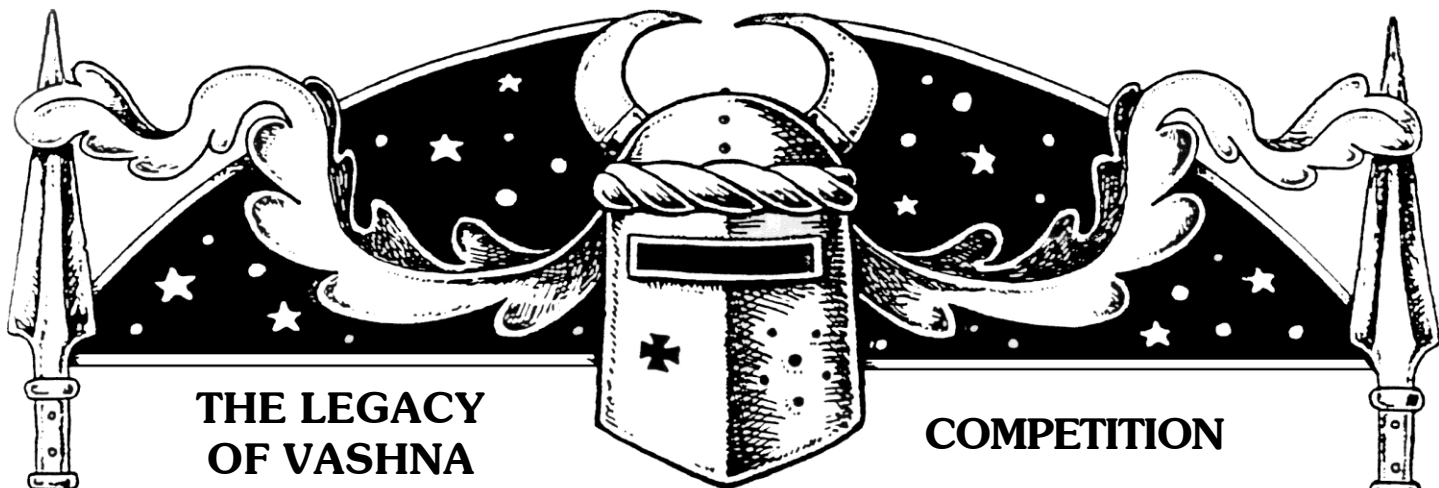
Issue 21's 20-question 'The Darke Crusade' competition attracted several hundred entries, of which 62 were correct. Here are the questions and answers once more:

1. In which country is the city of Aztardat?  
ANSWER: ZALDIR
2. Name the Lencian envoy?  
ANSWER: LORD FLORAS
3. Who once commanded the city-fortress of Kagorst?  
ANSWER: DAKUSHNA
4. What is the Giak word for 'wizard'?  
ANSWER: ZIRAN
5. Where did Warlord Magnaarn discover the Doomstone of Darke?  
ANSWER: THE TEMPLE OF ANTAH
6. What kind of creatures patrolled the Lencian prisoner-of-war compound?  
ANSWER: AKATAZ WAR-DOGS
7. Name the intelligent amphibian carnivores that inhabit the Hellswamp?  
ANSWER: CIQUALI
8. Name the river on which stands the city of Kono zod?  
ANSWER: RIVER SHUG
9. How did Lone Wolf get to Battle Isle?  
ANSWER: BY STOWING AWAY ON A TRADING SLOOP
10. What is a Mawtaw?  
ANSWER: A HUGE ALBINO BEAR-LIKE CREATURE OF THE TOZAZ FOREST
11. Which two cities remained in Drakkarim hands when King Samac invaded and captured most of Zaldir and southern Nyras?  
ANSWER: SHPYDER & DARKE
12. Describe the battleflag of the League-landers of Ilion?  
ANSWER: CHEQUERBOARD BLACK & WHITE
13. A black eagle clutching two fiery swords. Whose emblem is this?  
ANSWER: WARLORD MAGNAARN
14. Name the troop of bodyguards who protect Warlord Magnaarn?  
ANSWER: TUKODAKS
15. Who said: "What I'd give for a side of beef and a plate of boiled beets"?  
ANSWER: CAPTAIN PRARG
16. What military rank (or title) was held by the two men—Maquin and Schera?  
ANSWER: BARON (MAQUIN) & CAPTAIN (SCHERA)
17. Aboard Banedon's skyship, what is the nationality of the crew?  
ANSWER: BORIAN
18. What did Lone Wolf find near a jetty when first arriving at the River Shug?  
ANSWER: BRONZE BELT BUCKLE
19. How do Antah Wasps attack their enemies?  
ANSWER: THEY FIRE VENOM-TIPPED STINGERS
20. How many legs has a Gartoth?  
ANSWER: NONE

WINNER: LUKE MORRIS of Cornwall  
 RUNNERS-UP: JOHN MCLUCKIE of Oban  
 JOHN CARVER of Co. Durham  
 ANDY CAINE of Wellington, NZ.

Congratulations to Luke, who won an RC535 radio / cassette recorder, and to John, Andy and John who each won signed copies of 'The Legacy of Vashna' and 'The Sacrifice of Ruanon'.





## THE LEGACY OF VASHNA

## COMPETITION

This issue's competition is based around events and details which can be found in "THE LEGACY OF VASHNA"—the 4<sup>th</sup> of the Lone Wolf Grand Master gamebooks.

All you have to do is answer the questions correctly (neatly on a separate sheet of paper), then send it, together with your name, address, Kai rank and age, to the club at the address shown below.

All entries must be submitted no later than 11<sup>th</sup> September 1992. Any received after this date will not be counted so be sure to complete your entry and send it in as soon as possible. The winner and runners-

up will be notified by post before 1<sup>st</sup> October 1992.

**THE PRIZES:** The first correct entry, drawn at random from all those received by the closing date, will win a **CASIO CHRONO-ALARM WATCH** which features month, day, date, daily alarm, 1/100th stop watch with lap timer, 12 / 24 hr formats, backlight & water resistance.

The next 3 correct entries will win signed copies of Lone Wolf 17—The Deathlord of Ixia and signed copies of Legends of Lone Wolf No. 7—The Birthplace. Good Luck!

1. Through which city would you pass if you rode the main highway from Vakovar to Helin?
2. Name the tavern in Helgor frequented by Smudd?
3. How many acolyte prisoners were tied to the stone obelisk on the quayside at Vorn?
4. Name Chegga's two sons?
5. What was inside Gwynian's envelope?
6. One part of the Black Corvayl is highly valued. Is it its horn, its fur, or its fangs?
7. Who are the most feared brotherhood of assassins in all of Northern Magnamund?
8. Name the horse Lone Wolf decided not to ride to Magador?
9. When Lone Wolf first arrives in Vorn, how many ships are moored in the harbour?
10. In Helgor, the president's palace is situated atop which hill?
11. What did the acolytes of Vashna swallow to induce a state of battle-frenzy?
12. Name Fyrad's mule?
13. According to the Demoness Shamath, how many 'Dwellers of the Abyss' are there?
14. If you entered the furriers' shop of Ghadlar & Sons with 50 Gold Crowns in your money pouch, and you purchased 2 Wolfskin Cloaks and a Kalkoth hide, how many Gold Crowns would you left over?
15. What are Vythaz?
16. Who shows Lone Wolf a safe route through the hills to Vorn?
17. Name the great lake which lies due west of Lake Vorndarol?
18. How does Lone Wolf get across the River Storn?
19. Name the power-word of the Elder Magi?
20. Name the King of Magador whom President Kadharian overthrew?

Send your answer sheet (with your name, address, age & Kai rank details) to: THE LONE WOLF CLUB (Q22), 39 Corfe Way, Broadstone, Dorset, BH18 9ND, England.

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21 August 2009

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